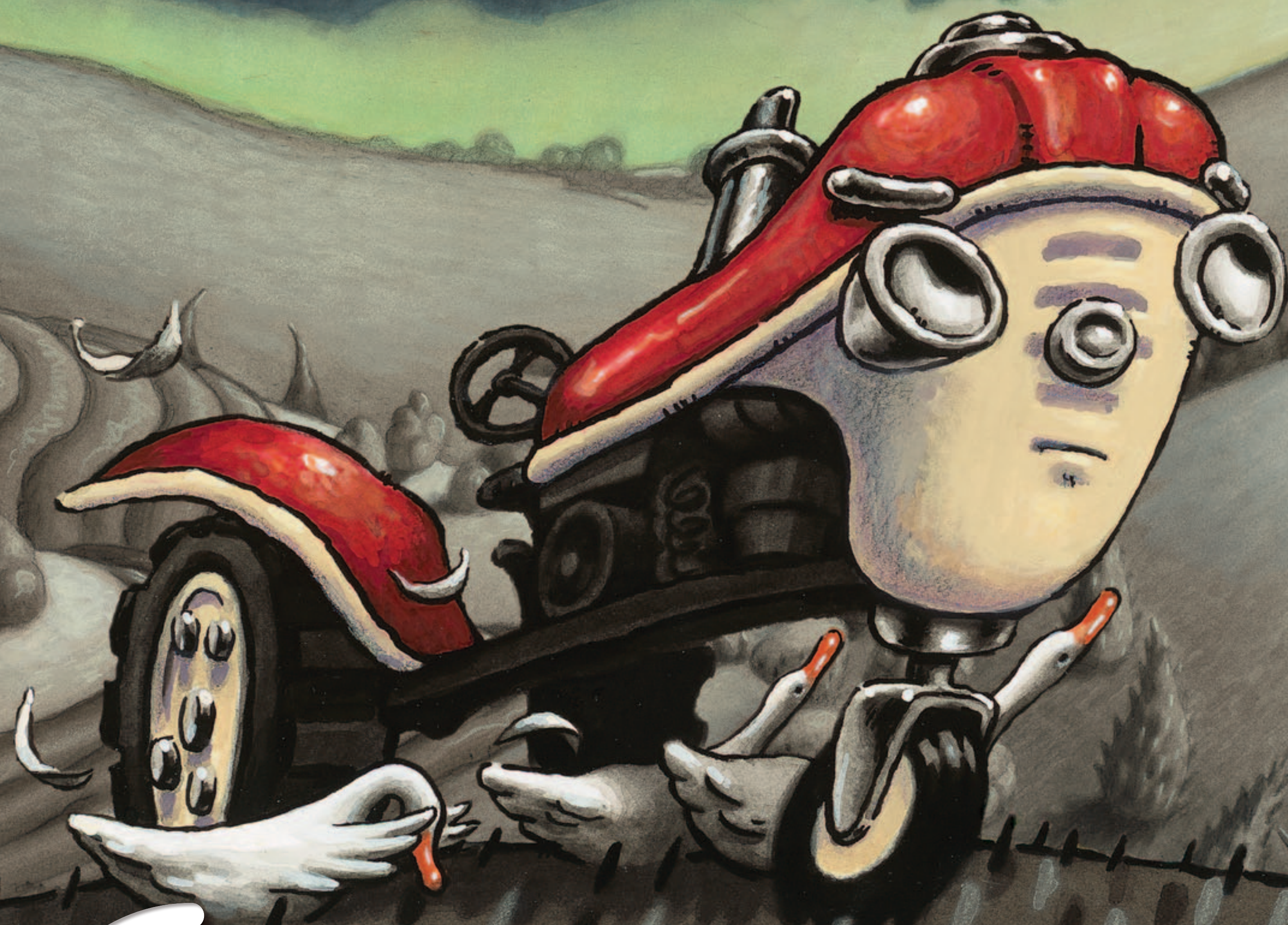


#1 *NEW YORK TIMES* BESTSELLING

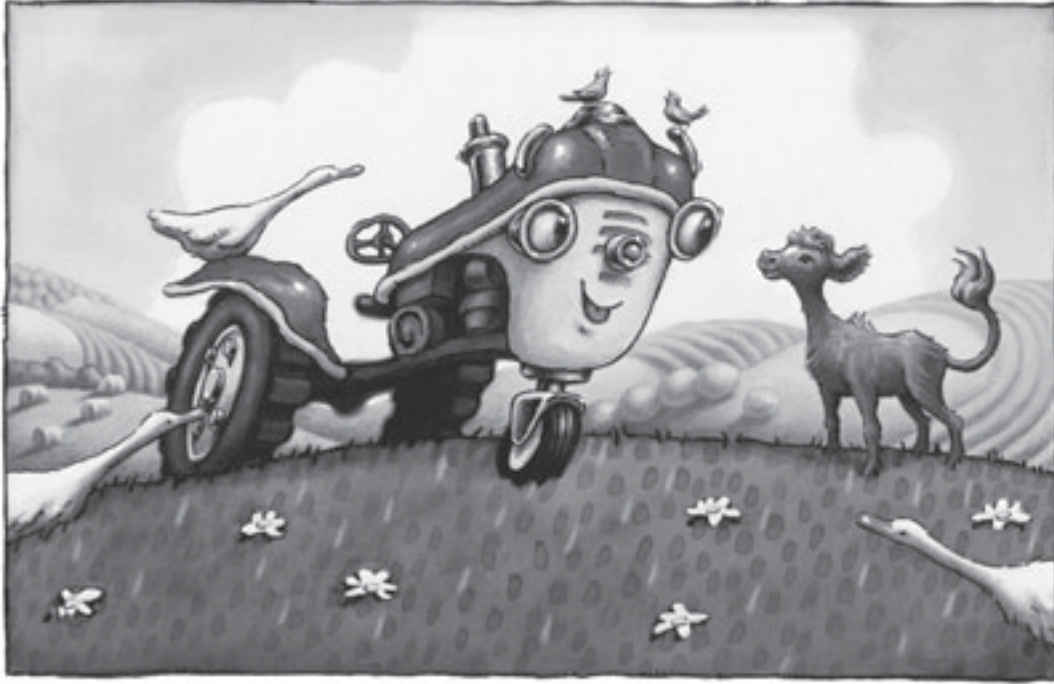
LOREN LONG



Otis AND THE TORNADO

WHAT'S DIFFERENT?

Otis helps his friends on the farm when they need to get to safety.
Can you find six differences between these two pictures?

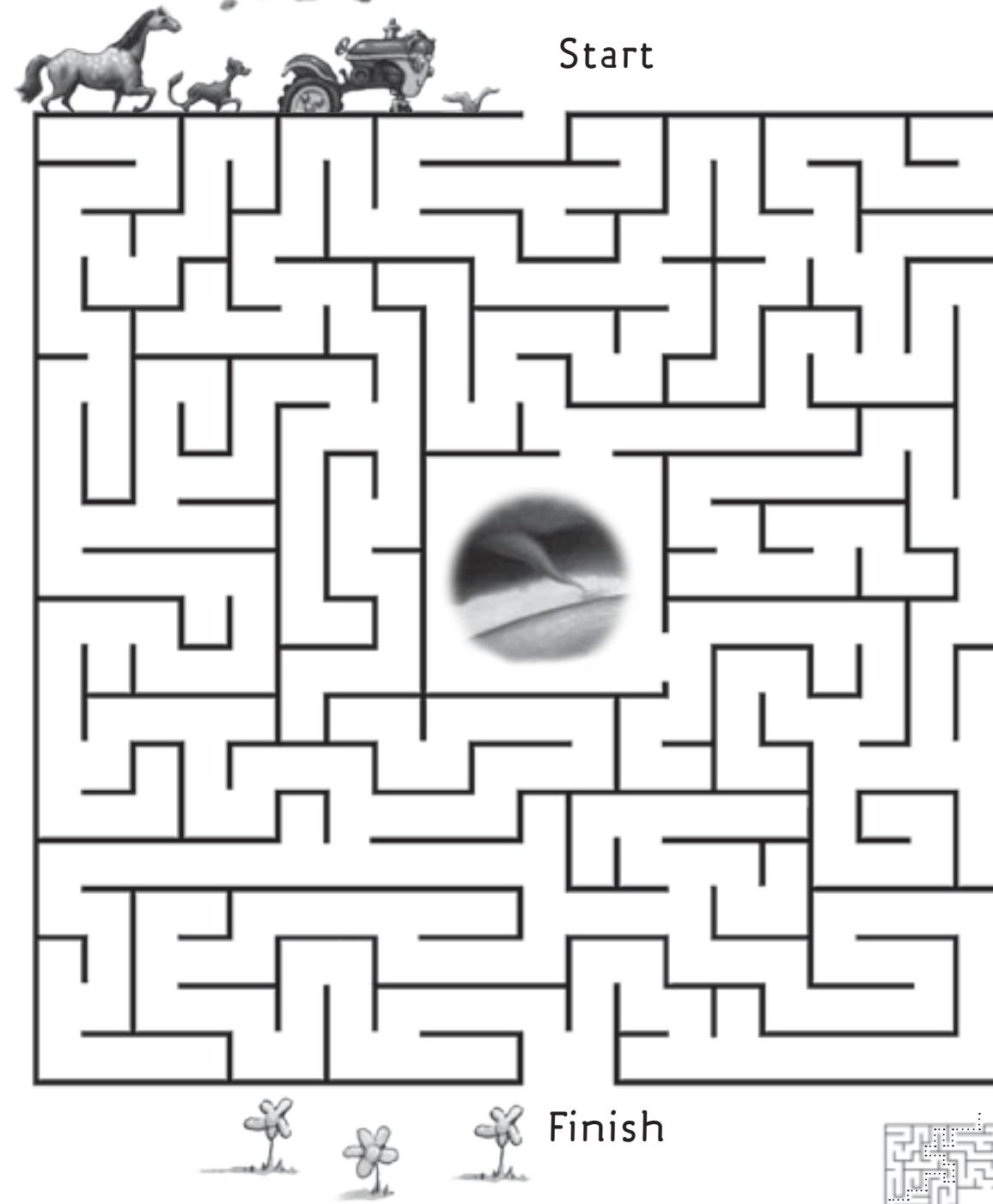


Answers: 1) Flower petal on ground. 2) Extra dash underneath Otis's nose. 3) Extra spoke on steering wheel. 4) Extra haystack in field. 5) Only one bird sitting on Otis. 6) Bolt is missing from Otis's wheel.

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Maze

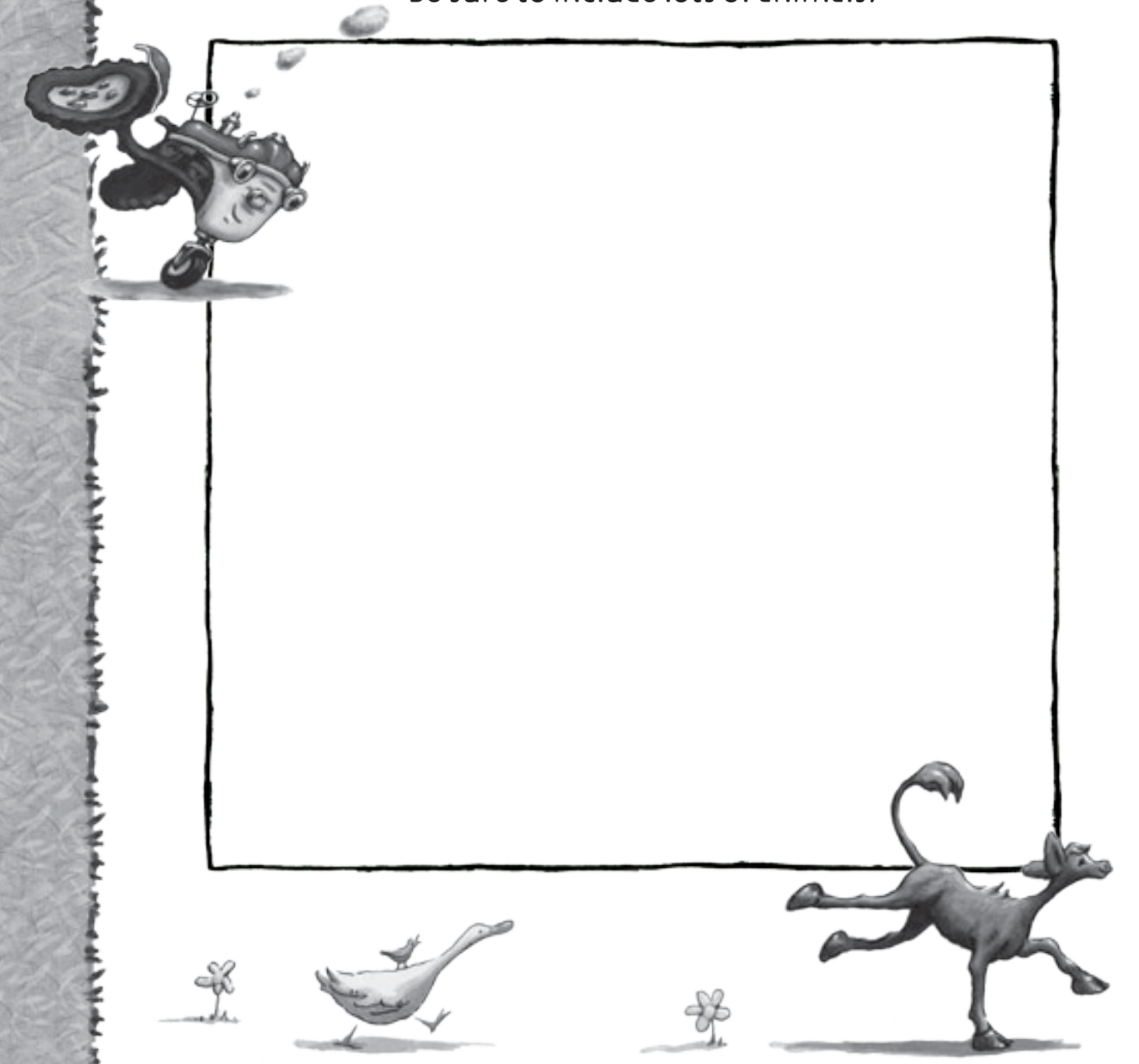
Help Otis and his friends get to Mud Creek
so that they're safe from the storm!



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Drawing

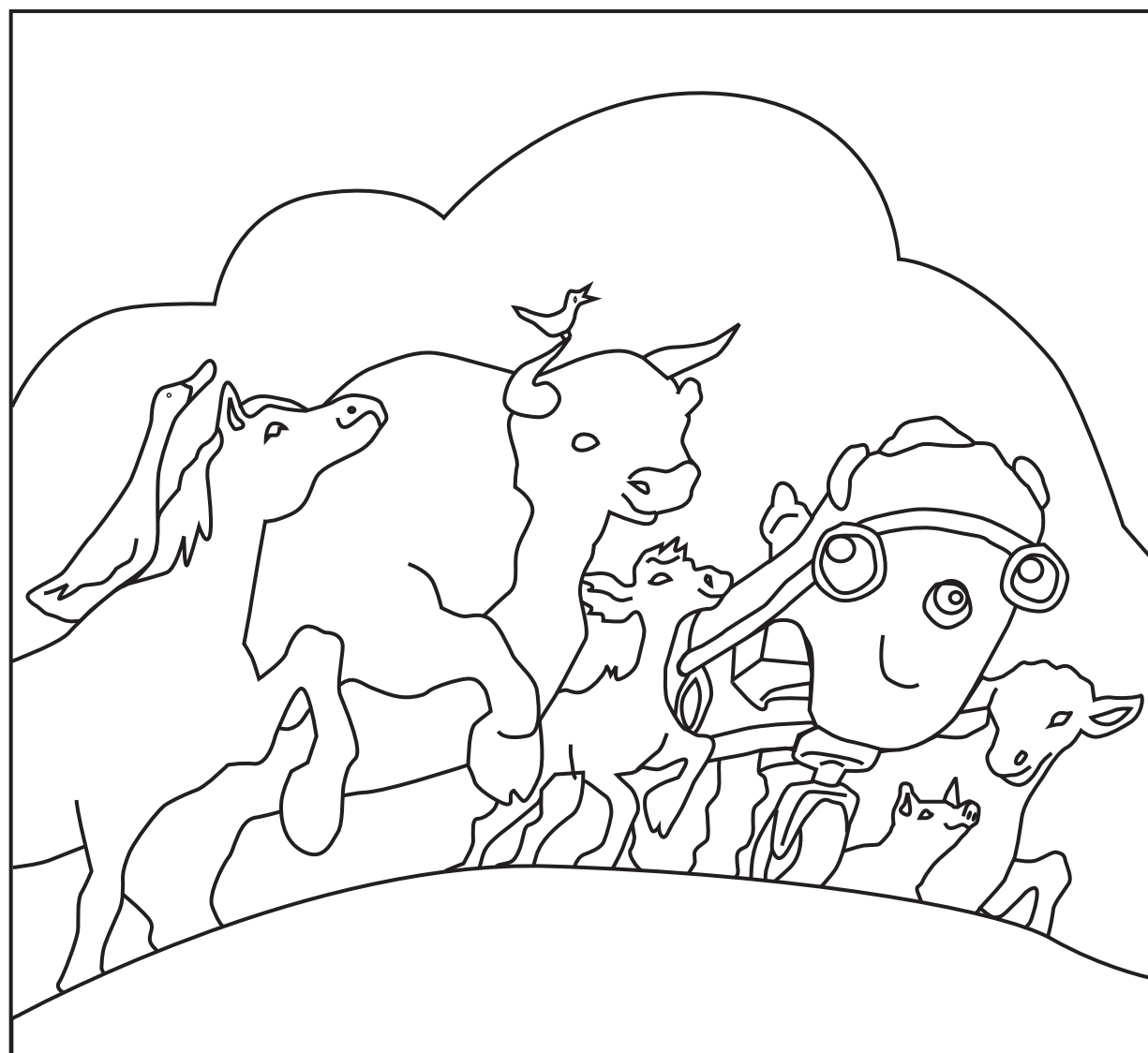
Life on the farm is lots of fun!
Use this space to draw your perfect farm scene.
Be sure to include lots of animals!



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COLORING

Otis loves his friends on the farm!
Use crayons or markers to color in this joyful scene!



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WORD SEARCH

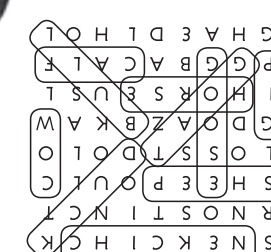
There are all sorts of animals to find on the farm!
Can you find them hidden in this jumble of letters?



COW
GOOSE
BULL
CHICKEN
PIG
CALF
HORSE
DUCK
SHEEP
GOAT



Answers



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FOLLOW THE LEADER

Otis and his friends love playing games on the farm!
Here's a fun game of follow-the-leader that you can play with friends.

Ask everyone to stand in a circle, facing inwards. One person leaves the room for a minute. (This person will be the guesser for the round.) While he or she is gone, the group decides who should play "Otis" (the leader). "Otis" will be the one who sets the movements for that round. When this person is chosen, invite the guesser to come back.

The guesser stands in the very center of the circle. When the round begins, everyone starts swinging his or her arms up and down. "Otis" will eventually begin to do other movements, and everyone else mimics "Otis's" actions, without being too obvious to reveal who the leader is.

"Otis" can do just about anything he or she wants, such as:

- clapping
- making a kicking motion with his or her leg
- jumping up and down
- singing a line from a song
- patting his or her own head
- a dance move

The guesser must keep turning his or her head to try to figure out which person is the leader (the person who is starting of all the group's movements).

The guesser is allowed to make up to three guesses.

- If the guess is incorrect, the round continues.
- If the guess is correct, the leader becomes the new guesser for the next round.
- If all three guesses are exhausted and the leader is not correctly guessed, the round ends and you can either keep the same guesser or switch to a new person.

Have fun!



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